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CHECKERS.

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# GAMES OF THE RESTRICTED MATCH

BETWEEN

**CLARENCE H. FREEMAN,**

OF PROVIDENCE, R. I.,

AND

**CHARLES F. BARKER,**

OF BOSTON, MASS.,

FOR A PURSE OF $500.

COMMENCED IN PROVIDENCE, ON SEPTEMBER 1, AND FINISHED ON SEPTEMBER 17, 1890.

WITH NOTES AND PROBLEMS BY

FREEMAN AND BARKER.

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# Publisher's Preface.

IN the race for supremacy in the checker arena there has been much discussion in regard to the relative merits of the several players. Although the contestants of the games here recorded at present possess no important championship titles, they are considered, by a large proportion of players, the two greatest exponents of draughts science now living; indeed, their past records, in both match and exhibition play, will fully bear out this conclusion. If other evidence is needed, a careful study of the games of this little work will go far as convincing proof. Ninety per cent. of the games were drawn, a percentage far above that of any match ever contested on the restricted plan. The games were won or drawn by brilliant play.

The one game lost by Freeman has caused considerable comment, from the fact that the draw may be found in "Drummond's Fourth," 1866, and in the trunk of the Paisley in "Janvier's Anderson," 1881. From the point where Freeman made the fatal move, however, no player, without a previous knowledge af the game, would be able to see his way clear to the end. Freeman's lack of knowledge of published play may be

explained by an extract from the letter accompanying the games when sent for publication, it having fallen to his lot to annotate and arrange them. He says: "I have fixed up the games to the best of my ability. You may put additional notes to any of the games, especially to point out where they vary from the books, as I am not conversant with them."

James Wyllie, the veteran world's champion, is soon to visit this country, and several important matches are likely to take place within the next twelve months. The relative strength of the "Herd Laddie" as compared with the American triumvivate — Reed, Barker and Freeman — is likely to be soon decided.

JOSEPH BROWN.

Woonsocket, Oct. 1, 1890.

# Biographical Sketches of the Players.

## C. H. FREEMAN.

Clarence H. Freeman was born in Central Village, Conn., on Dec. 7, 1859, and is therefore in his 31st year. He is a direct decendent of the Pequot Indian tribe, once so powerful in the Quinebaug valley. He commenced playing checkers when about seven years old, using black and white beans for men, which was the custom among his people.

He first came into prominence as a player in 1876, when he won the first prize in a tournament for the Providence championship. In the winter of 1877 he was challenged by James Hill, and played a match of 24 games, which he won by the score of 6 to 4, and 14 drawn. In April of the same year he contested two matches with Martin Stewart, which he won by the score of 16 to 11. In December of the same year he met the then famous world's champion, Dr. R. D. Yates. The score was,—Yates 4, Freeman 0, drawn 4. About the same time he played the late R. E. Bowen, with the score,—Bowen 4, Freeman 3, drawn 4. In the same year he defeated J. H. Irwin, 18 to 2, and 14 drawn. In 1879 he challenged M. G. Merry, of Lonsdale, for the state championship. Three matches were played, all of which Freeman won, by the scores of 8 to 2, 12 to 3 and 12 to 2, respectively. In the same year he played Matthew C. Priest, champion of Pennsylvania, a match of 50 games, with the result, —Freeman 9, Priest 8, drawn 33. Priest was not satisfied with this match, and another was played, which Priest won by the score of 5 to 2, and 41 drawn. In the same year he was defeated by R. E. Bowen by the score of 1 to 0, and 10 drawn. From this time out he began to be known as one of the finest players

in the country. It was at this time that he first ventured from home to play. He went to Boston, and first met the champion, Barker, and defeated him by the score,—Freeman 6, Barker 2, drawn 11 games. Subsequently they had two other encounters, the first resulting in five draws, and the second in 6 draws. In 1880 he defeated R. E. Bowen by 3 to 0, and 3 drawn. In 1882, Wyllie, the world's champion, visited Phenix to give exhibitions. On invitation of the players, Freeman went up and met the veteran, and, although out of practice, come out of the contest with the score,—Freeman 1, Wyllie 1, drawn 1. In December, 1884, Wyllie visited Providence to give exhibitions, and a friendly match of 20 games was arranged between them. This lasted six days, and, to the great surprise of the checker work, was won by Freeman by the score,—Freeman 4, Wyllie 1, drawn 15; the worst defeat the veteran ever received.

Emboldened by Freeman's success with Wyllie, his friends coveted for him the American championship. Accordingly, a match was arranged with C. F. Barker, for a stake of $400 and the championship. The match was commenced on April 11, and concluded April 29, 1885, in favor of the challenger, by the score, —Freeman 6, Barker 3, drawn 39. This match was, with one exception, the longest in playing, and the most stubbornly contested of any then known. Freeman held the championship but a little more than a month, losing it to August J. Heffner, then a resident of Providence, in a match of 24 games for a stake of $100. Score: Heffner 4, Freeman 3, drawn 17. From this time until April, 1889, Freeman almost entirely neglected the game. In May, 1889, James Hill, then on a visit to his former home, defeated him by the score,—Hill 1, Freeman 0, drawn 2. In the same year Freeman played and won one game with H. Z. Wright. Although he frequently indulged in simultaneous play with members of the Providence Checker Club, he had no other single crossboard practice with strong players than here mentioned from 1885 until his present match with Barker. On Thanksgiving day, 1889, he essayed a feat that, from the success which attended it, has never been equalled by any player in the world. With 20 of the strongest players that could be got together he played 20 games simultaneously, winning 19, O. H. Williams, of Westerly, securing the only draw; the 20 games occupying but 1h. 40m. At blindfold play, Freeman is probably unsurpassed by any player in the world.

During the last two years Freeman has attached himself to the art of legerdermain, with flattering success, exciting the intense curiosity of his audiences. His disposition is modest, quiet and unassuming, and but for the urging of his friends he would never engage in any important checker match, having no taste for such encounters.

# C. F. BARKER.

Charles Francis Barker, ex-champion of America, was born in Boston, March 11, 1858. He began playing draughts when a mere lad. He soon acquired a keen conception of the mysteries of the game, and displayed such a marked ability in play that he rapidly rose to distinction among the local players. When but 15, he met the famous "Herd Laddie," champion of the world, making the creditable score of 3 games won, 10 lost, and 12 drawn. He afterwards met most of the leading players of America, one of his most noted early matches being that with David Kirkwood, of Boston, formerly a leading English player; this match ended in a tie, each player securing 2 wins, and 21 games being drawn. Barker next tried conclusions with the late W. H. Broughton, of Portland, Me. This match also resulted in a tie.

In 1878, there having been much controversy in the papers about the championship of America, several players claiming it, a match was arranged between Barker and M. C. Priest, one of the claimants, to determine the title. Great interest was evinced in the match, which came off at Boston, and resulted in a decisive victory for Barker, the score at the conclusion being 9 to 2, and 32 games drawn. Barker has met many "crack" players since then, but with a single notable exception has easily retained the title of Champion of America. About this time, Barker suffered defeat at the hands of J. Moir, the well-known Scottish player, who was then on a visit to the United States. Score: Moir 4, Barker 0, drawn 16 games. No stakes, however, depended on the result.

In March, 1881, he played a match of 50 games in Boston with J. P. Reed, jr., for $200 a side and the championship of America, and won by the score of 4 to 1. In December of the same year he again beat Reed by the same score. In the summer of 1882 he challenged James Wyllie, the celebrated "Herd Laddie," to play a match for $100 and the championship of the world. The challenge was accepted, and Barker surprised the majority of players by making a draw of the match, in a contest of two weeks' duration, the final score being,—Barker 1, Wyllie 1, drawn 48. In a match played at Philadelphia in January, 1885,

Barker again defeated Priest by the score of 3 to 1, and 45 games drawn. In the same year he was defeated in a match for the American championship by C. H. Freeman, of Providence, R. I., who is not only a first-rate checker player, but one of the few native Indians still left in the eastern states. Freeman soon lost the championship to A. J. Heffner, who was speedily challenged by Barker. The match was played at Providence in January, 1886, resulting in a victory for Barker with the score of 2 to 1, and 47 games drawn. Barker held the championship in undisputed possession till October, 1887, when he was again challenged by Reed, who once more came off second best, and finished a point worse than in any of his two previous efforts, the score being,—Barker 5, Reed 1, drawn 41. In the latter part of the same year a match was made with Robert Martins, the veteran ex-champion of the world, for a stake of £200. The match was commenced in Glasgow on Dec. 26, 1887, and finished on Jan. 10, 1888, the score being,—Barker 3, Martins 1, drawn 45. In December following, Barker again visited Europe, satisfactory arrangements having been made for a much talked of match with James Smith, the English champion. This match was for a stake of £200 and a silver cup. Barker was again victorious, the score being,—Barker 5, Smith 1, drawn 23. Barker had no sooner returned home than Reed again claimed his attention, and on June 3, 1888, the fourth match for the American championship between these contestants was begun. The match consisted of 50 games, restricted, for a stake of $400, this being the amount staked in all of Barker's matches for the championship, with the exception of the one with Wyllie. During the first week, Reed won five games to Barker's none, but after that Barker gradually gained until the 50th game, when the score stood,—Reed 8, Barker 7, drawn 34. Barker, however, lost the last game and the championship.

Mr. Barker is a gentleman whose quiet, agreeable manners and uniform courtesy insures him friends wherever he goes. As a match player he enjoys a world-wide reputation as being cool, calculationg and self-possessed, playing fully as well when a game behind as under more favorable conditions.

# Articles of Agreement

BETWEEN CLARENCE H. FREEMAN AND CHARLES F. BARKER.

It is hereby agreed on the part of Charles F. Barker, of Boston, Mass., and Clarence H. Freeman, of Providence, R. I., to play a match at draughts on the following conditions:—

Article 1. That the match consist of thirty games, restricted, wins and draws to count, for a purse of five hundred dollars, which shall be deposited in the hands of Mr. A. J. Dunlap, of New York city, checker editor of the *Turf, Field and Farm*, who shall be stakeholder, as follows: Fifty dollars forfeit shall be deposited by each party to this agreement at the time of signing these articles.

Art. 2. That the match shall consist of the following openings, which are to be played by each player: 9 13, 9 14, 10 14, 10 15, 11 16, 12 16; and, in reply to 11 15, white must form the following nine openings, as laid down in Barker's *American Checker Player*, viz.: Ayrshire Lassie, Cross, Defiance, Fife, Laird and Lady, Second Double Corner, Single Corner, Switcher, and Will o' the Wisp; and in the above games there is to be no restriction as to how black or white shall play after the opening has been formed.

Art. 3. At the commencement of the match, all the above openings, each to be written on a separate card, are to be placed in a bag, to be shaken up by the person mutually appointed; after which the player whose turn it is to draw from the bag does so, and the opening must be played by each player before another opening is drawn from the bag, and so on until the said or specified openings are all drawn from the bag.

Art. 4. That the final deposit of $200 from Mr. C. F. Barker, and $200 from Mr. C. H. Freeman, making the purse $500, shall be deposited in the hands of the stakeholder on or before August 16th, 1890.

Art. 5. That the match shall be played according to the standard laws of the game as laid down in "Anderson's Second Edition" on draughts.

Art. 6. It is mutually agreed that said match shall commence on Monday, September 1st, 1890, at Providence, R. I.

ART. 7. The match shall begin at 2 o'clock on said Monday and continue until 5 o'clock, and the second session at 7:30 and close at 10, and so on from day to day (Sundays excepted) until the match is finished; any game being commenced must be finished before adjournment.

ART. 8. The selection of referee shall be mutual, and each player may choose his own umpire, or timekeeper.

ART. 9. Mr. Barker agrees to pay his own expenses. Said Barker must pay his share with Freeman, each one-half the expenses; viz., rent of room and light.

ART. 10. An admittance fee of twenty-five cents shall be charged to each and every visitor at each and every time of attending the match, and the money thus taken shall not be shared to either Barker or Freeman until the conclusion of the match, and then not until the expenses, namely, for room-rent and light, shall have been taken out; and then said money shall be equally divided between the aforesaid C. F. Barker and C. H. Freeman.

ART. 11. The party failing to perform this agreement shall pay over the aforesaid fifty dollars forfeit to the party performing, or willing to perform, the same.

April 30, 1890.—(*Signed*) CLARENCE H. FREEMAN.

Witness:—Hattie S. Magoon.

May 6, 1890.—(*Signed*) CHAS. F. BARKER.

Witness:—E. H. Dean.

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REFEREE—L. P. HOPKINSON.

TIMEKEEPER FOR FREEMAN—L. F. BATES.

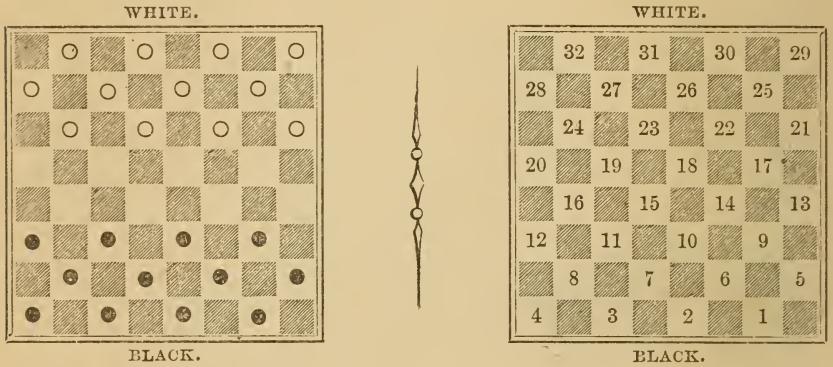
TIMEKEEPER FOR BARKER—ISAIAH BARKER.

# Tabulated Score of the Match.

| First Player. | Opening. | Result. |
|---|---|---|
| 1.—Freeman | Denny | Drawn |
| 2.—Barker | Denny | Drawn |
| 3.—Freeman | Ayrshire Lassie | Drawn |
| 4.—Barker | Ayrshire Lassie | Drawn |
| 5.—Freeman | Switcher | Drawn |
| 6.—Barker | Switcher | Drawn |
| 7.—Freeman | Double Corner | Drawn |
| 8.—Barker | Double Corner | Drawn |
| 9.—Freeman | Defiance | Drawn |
| 10.—Barker | Defiance | Drawn |
| 11.—Freeman | Fife | Drawn |
| 12.—Barker | Fife | Drawn |
| 13.—Freeman | Second Double Corner | Freeman won |
| 14.—Barker | Second Double Corner | Drawn |
| 15.—Freeman | Dundee | Drawn |
| 16.—Barker | Dundee | Drawn |
| 17.—Freeman | Edinburgh | Drawn |
| 18.—Barker | Edinburgh | Drawn |
| 19.—Freeman | Bristol | Drawn |
| 20.—Barker | Bristol | Barker won |
| 21.—Freeman | Will o' the Wisp | Drawn |
| 22.—Barker | Will o' the Wisp | Drawn |
| 23.—Freeman | Kelso | Drawn |
| 24.—Barker | Kelso | Freeman won |
| 25.—Freeman | Single Corner | Drawn |
| 26.—Barker | Single Corner | Drawn |
| 27.—Freeman | Laird and Lady | Drawn |
| 28.—Barker | Laird and Lady | Drawn |
| 29.—Freeman | Cross | Drawn |
| 30.—Barker | Cross | Drawn |

# Instructions for Beginners.

In playing over the games of this book, the squares of the board should be numbered; or, better still, a numbered diagram like the following may be held in the hand for reference until familiarity with the numbers renders it needless.




The black men always occupy the squares from 1 to 12; the white men, 21 to 32. Black always moves first. The black and white moves are given in the columns alternately. Read down the first column, then commence at the top of the second, and so on. Take for example the first game. The move 10 14 means play the man on square 10 to square 14. White replies by playing from 22 to 18.

The index letters *a*, *b*, etc., refer to foot notes. In several places, to avoid the repetition of many moves, an index number corresponding to the number of the second game of the same opening is placed against the move from which it varies. Stars (*) indicate best or only moves.

# FREEMAN *v.* BARKER.

## First Game.—Denny.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 10 14 | 22 15 | 5 9 | 16 7 | 5 9 | 16 11 |
| 22 18 | 9 13-*a* | 30 25 | 3 19 | 24 20 | 25 30 |
| 11 16 | 24 19 | 1 5 | 27 24 | 9 14 | 26 22-*b* |
| 25 22 | 4 8 | 19 16 | 20 27 | 20 16 | 30 26 |
| 16 20 | 28 24 | 12 19 | 31 15 | 14 17 | 14 9 |
| 29 25 | 7 10 | 23 16 | 14 17 | 25 21 | 26 17 |
| 8 11 | 32 28 | 10 19 | 21 14 | 18 25 | 9 2 |
| 18 15 | 2 7 | 24 15 | 9 18 | 21 14 | |
| 11 18 | 25 22 | 7 11 | 28 24 | 8 12 | Drawn. |

(*a*) Reed won by 7 10 with Barker, but the draw play may be found in Hill's Synopsis of Openings.

(*b*) In the Barker-Heffner match, 14 10 was played at this point, the same being formed from the Bristol opening.

——:o:——

## Second Game.—Denny.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 10 14 | 14 23 | 10 17 | 19 23 | 15 18 | 23 27 |
| 22 17 | 27 18 | 21 14 | 22 17 | 2 7 | 24 20 |
| 7 10 | 10 14 | 16 19 | 9 13 | 22 25 | 26 23 |
| 17 13 | 31 27 | 30 26 | 17 14 | 7 10 | 20 16 |
| 11 15-*a* | 14 23 | 7 10 | 10 17 | 18 22 | 27 31 |
| 25 22 | 26 10 | 14 7 | 21 14 | 20 16 | 16 12 |
| 8 11 | 6 15 | 3 10 | 15 18 | 12 19 | 31 27 |
| 24 20 | 13 6 | 27 24 | 14 10 | 24 15 | 12 8 |
| 4 8 | 1 10 | 8 12 | 11 15 | 25 30 | 22 26 |
| 29 25 | 22 17 | 25 21 | 10 7 | 28 24 | 8 3 |
| 2 7 | 12 16 | 5 9 | 18 22 | 30 26 | 26 30 |
| 23 18-*b* | 17 14 | 26 22 | 7 2 | 32 28 | 10 6 |
| | | | | | Drawn. |

(*a*) Leaves the books, but J. Bell gave an analysis on this line in the English Draught Player.

(*b*) Bell's analysis gave only 22 17 at this point.

## Third Game.—Ayrshire Lassie.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 30 23 | 16 20 | 4 8 | 30 26 | 24 20 |
| 24 20 | 6 10 | 24 19 | 2 6 | 8 4 | 25 22 |
| 8 11 | 23 19 | 26 30 | 3 7 | 6 10 | 16 11 |
| 28 24 | 4 8 | 19 16 | 12 16 | 11 7 | 22 18 |
| 3 8-*a* | 19 15 | 8 12 | 8 12 | 10 15 | 8 4 |
| 23 19 | 10 19 | 16 11 | 16 19 | 4 8 | 31 26 |
| 9 14 | 17 10 | 30 26 | 11 8 | 23 18 | 20 16 |
| 22 17 | 5 9 | 11 8 | 19 23 | 29 25 | 13 17 |
| 11 16 | 25 22 | 20 24 | 7 11 | 26 23 | 21 14 |
| 20 11 | 12 16 | 15 11 | 23 26 | 7 10 | 18 9 |
| 7 23 | 22 18 | 26 23 | 8 4 | 15 19 | |
| 27 11-*b* | 19 23 | 10 7 | 26 30 | 25 22 | |
| 8 15 | 18 15 | 24 27 | 32 28 | 18 25 | |
| 26 23 | 9 13 | 7 3 | 31 27 | 10 15 | |
| 15 19 | 31 27 | 27 31 | 12 16 | 27 31 | |
| 24 15 | 23 26 | 8 4 | 18 23 | 15 24 | |
| 10 26 | 27 24 | 23 18 | 4 8 | 23 27 | Drawn. |

(*a*) First played in an important match in 1872, when Wyllie won with it against Martins.

(*b*) Leaves book play; Robertson's Guide gives 26 19.

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## Fourth Game.—Ayrshire Lassie.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 17 13 | 15 22 | 25 21 | 15 24 | 11 2 |
| 24 20 | 11 15 | 23 18 | 22 25-*b* | 28 19 | 27 24 |
| 8 11 | 13 6 | 14 23 | 21 14 | 13 17 | 19 15 |
| 28 24 | 2 9 | 27 18 | 25 30 | 8 4 | 12 19 |
| 4 8 | 31 26 | 9 13 | 19 15 | 17 22 | 15 10 |
| 23 19 | 8 11 | 17 14 | 30 26 | 4 8 | 19 23 |
| 9 14 | 26 22 | 10 17 | 15 8 | 22 26 | 10 6 |
| 22 17 | 1 6 | 21 14 | 26 22 | 20 16 | 24 19 |
| 15 18 | 22 17 | 6 10 | 32 28 | 26 31 | 6 1 |
| 26 23 | 18 22 | 30 25 | 22 15 | 8 11 | 3 8 |
| 6 9-*a* | 25 18 | 10 17 | 24 19 | 31 27 | Drawn. |

(*a*) The student will now recognize the Old Fourteenth.

(*b*) 22 26 is the usual continuation, which leads black into critical situations and requires exact play to draw.

## Fifth Game.—Switcher.

FREEMAN'S MOVE.

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 11 | 15 | 6 | 10-*a* | 6 | 10 | 12 | 16 | 26 | 31 | 22 | 26-6 |
| 21 | 17 | 29 | 25 | 22 | 17 | 19 | 12 | 28 | 24 | 6 | 10 |
| 9 | 13 | 10 | 17 | 13 | 22 | 10 | 15 | 31 | 27 | 15 | 18 |
| 25 | 21 | 25 | 21 | 26 | 17 | 17 | 13 | 24 | 19 | 8 | 4 |
| 8 | 11 | 1 | 6 | 4 | 8 | 15 | 22 | 27 | 23-*b* | 26 | 31 |
| 24 | 19 | 21 | 14 | 27 | 24 | 13 | 9 | 19 | 16 | 20 | 16 |
| 15 | 24 | 6 | 10 | 16 | 20 | 7 | 10 | 11 | 15 | 18 | 22 |
| 28 | 19 | 30 | 25 | 23 | 18 | 14 | 7 | 2 | 6 | 16 | 11 |
| 11 | 16 | 10 | 17 | 20 | 27 | 5 | 14 | 14 | 17 | 22 | 26 |
| 17 | 14 | 25 | 21 | 31 | 24 | 7 | 2 | 16 | 11 | 11 | 7 |
| 10 | 17 | 2 | 6 | 8 | 11 | 22 | 26 | 17 | 22 | 26 | 30 |
| 21 | 14 | 21 | 14 | 24 | 20 | 32 | 28 | 11 | 8 | 10 | 6 |

Drawn.

(*a*) This line of play is original with Yates and Wyllie.

(*b*) Wyllie here played 27 24.

——:o:——

## Sixth Game.—Switcher.

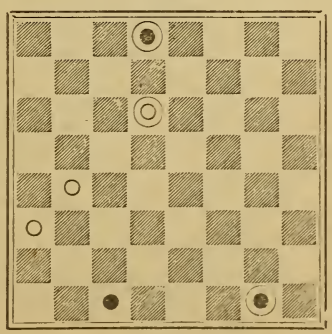
BARKER'S MOVE.

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 23 | 18-*a* | 8 | 11 | 26 | 31 | 16 | 11 | 27 | 24 | 8 | 4 |
| 8 | 4 | 14 | 10 | 20 | 16-*b* | 31 | 27 | 16 | 20 | 15 | 11 |
| 18 | 14 | 11 | 18 | 1 | 6 | 11 | 8 | 24 | 19 | 16 | 20 |
| 4 | 8 | 10 | 1 | 23 | 19 | 2 | 7 | 20 | 16 | | |
| 22 | 26 | 18 | 23 | 6 | 2 | 19 | 16 | 19 | 15 | Drawn. | |

(*a*) Original with Mr. Barker.

(*b*) A beautiful ending; white has to play with extreme caution. We give a diagram of the position.

WHITE.



BLACK.

Black (Barker) to move.

## Seventh Game.—Double Corner.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 9 14 | 4 8 | 16 20 | 10 19 | 8 11-8 | 16 23 |
| 22 18 | 25 22 | 32 28 | 24 15 | 17 10 | 26 19 |
| 5 9 | 8 11 | 20 27 | 6 10 | 19 24 | 24 27 |
| 24 19-*a* | 22 18 | 31 24 | 15 6 | 28 19 | 17 13 |
| 11 15 | 11 16 | 7 11 | 1 10 | 11 15 | 26 31 |
| 18 11 | 29 25 | 25 22 | 18 15 | 21 17 | 13 6 |
| 8 24 | 3 8-*b* | 11 16 | 10 19 | 15 24 | 2 9 |
| 28 19 | 27 24 | 19 15 | 22 17 | 23 19 | Drawn. |

(*a*) Very popular, and is decidedly safe; 24 20 is also commendable.

(*b*) Original with Freeman and Heffner.

——:o:——

## Eighth Game.—Double Corner.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 16 20 | 21 17 | 14 21 | 19 16 | 23 18 | Drawn. |
| 17 10 | 9 14 | 30 23 | 30 26 | 11 4 | |
| 20 24 | 26 23 | 21 25 | 18 15 | 18 11 | |
| 23 16 | 19 26 | 23 18 | 26 23 | 10 7 | |
| 12 19 | 28 19 | 25 30 | 16 11 | 2 6 | |

——:o:——

## Ninth Game.—Defiance.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 29 25 | 4 8-*a* | 31 22 | 2 9 | 17 13 |
| 23 19 | 6 9 | 22 18 | 8 11 | 19 15 | 9 14 |
| 9 14 | 25 22 | 1 5-*b* | 30 25 | 13 17 | 15 11 |
| 27 23 | 9 13 | 18 9 | 7 10-10 | 25 21 | 7 16 |
| 8 11 | 24 20 | 5 14 | 23 18 | 17 22 | 20 11 |
| 22 18 | 11 15 | 26 22 | 3 7 | 21 17 | 12 16 |
| 15 22 | 32 27 | 14 17 | 18 15 | 22 26 | |
| 25 9 | 15 24 | 21 14 | 11 18 | 27 24 | |
| 5 14 | 28 19 | 10 26 | 22 6 | 26 31 | Drawn. |

(*a*) 2 6 leads to nice play.

(*b*) 14 17 draws easily.

## Tenth Game.—Defiance.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 16 | 16 20 | 24 27 | 27 31 | 23 18 | 16 19 |
| 20 11 | 18 14 | 15 10 | 10 7 | 25 21-*b* | 5 1 |
| 7 16 | 3 8 | 7 11 | 31 27 | 8 11 | 19 24 |
| 19 15 | 27 23 | 18 15 | 15 10 | 7 3 | 10 7 |
| 2 7 | 20 24 | 11 18 | 27 23 | 11 16 | |
| 23 18-*a* | 23 18 | 22 15 | 14 9 | 9 5 | Drawn. |

(*a*) Martins played 25 21 with Yates.

(*b*) To avoid the trap Mr. Barker was forming.

——:o:——

## Eleventh Game.—Fife.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 29 25 | 10 17 | 19 15 | 23 27 | 5 1 |
| 23 19 | 8 11 | 21 14 | 10 19 | 31 24 | 27 23 |
| 9 14 | 25 22 | 15 18 | 24 15 | 20 27 | 1 5 |
| 22 17 | 1 5-*a* | 27 23 | 16 19 | 6 1 | 23 19 |
| 5 9 | 22 17 | 18 27 | 18 14 | 27 32 | 5 9 |
| 26 23 | 13 22 | 32 23 | 19 23 | 1 6 | 11 15 |
| 9 13 | 26 17 | 7 10 | 15 10 | 4 8 | 10 14 |
| 30 26 | 5 9 | 14 7 | 12 16 | 6 10 | 19 23 |
| 13 22 | 17 14 | 3 10 | 14 9 | 8 11 | 9 13 |
| 25 9 | 9 18 | 23 18 | 16 20 | 9 5 | 15 19 |
| 6 13 | 23 14 | 11 16 | 10 6 | 32 27 | Drawn. |

(*a*) 4 8 was played in the Freeman-Barker match of 1885.

——:o:——

## Twelfth Game.—Fife.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 15 24 | 11 16 | 2 6 | 11 16 | 12 16 |
| 23 19 | 28 19 | 20 11 | 18 14 | 19 15 | 10 6 |
| 9 14 | 13 22 | 7 23 | 10 17 | 6 10 | 22 26 |
| 22 17 | 25 9 | 31 26 | 21 14 | 15 6 | 30 23 |
| 5 9 | 6 13 | 4 8 | 13 17 | 1 17 | 19 26 |
| 26 23 | 29 25 | 26 19 | 23 18 | 21 14 | |
| 9 13 | 8 11 | 8 11 | 17 22 | 16 19 | |
| 24 20 | 23 18-*a* | 27 23-*b* | 25 21 | 14 10 | Drawn. |

(*a*) The invention of Mr. R. Martins.

(*b*) 18 14 is preferable.

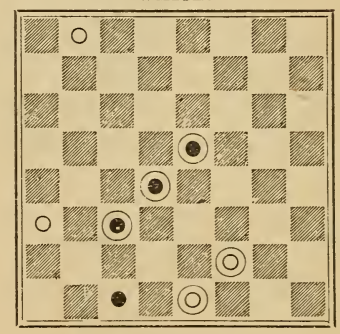
## Thirteenth Game.—Second Double Corner.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 10 17 | 11 15 | 20 24 | 15 19 | 26 31 |
| 24 19 | 21 14 | 9 5 | 14 9 | 14 17 | 14 9 |
| 15 24 | 8 11 | 13 17 | 24 27 | 31 26 | 31 26 |
| 28 19 | 25 21 | 21 14 | 9 6 | 2 6 | 17 14 |
| 8 11 | 6 9 | 10 17 | 2 9 | 19 23 | 26 23 |
| 22 18 | 29 25 | 25 21 | 13 6 | 6 9 | 9 6 |
| 11 16 | 1 6 | 15 19 | 27 31 | 16 19 | 19 16 |
| 25 22 | 31 26 | 21 14 | 6 2 | 17 14 | 6 2 |
| 16 20 | 9 13-*b* | 19 24 | 7 11 | 26 22 | 23 19 |
| 22 17 | 14 9 | 26 22 | 5 1 | 14 10 | 14 9 |
| 9 13 | 5 14 | 24 31 | 23 19 | 22 18 | 15 18 |
| 30 25-*a* | 18 9 | 22 17 | 1 6 | 10 14 | 9 6 |
| 13 22 | 6 10 | 31 26 | 11 15 | 18 15 | 19 15 |
| 26 17 | 19 16 | 16 12 | 6 9 | 14 17 | 6 1 |
| 4 8 | 12 19 | 26 23 | 19 16 | 23 26 | 16 11 |
| 17 14 | 23 16 | 17 13 | 9 14 | 9 14 | 1 6 |

Some ten or fifteen moves were made in an attempt to force an exchange with the troublesome kings on 2 and 6. The same position was finally arrived at, a diagram of which we append.

WHITE.



BLACK.

Black (Freeman) to move.

| | | | | | |
|---|---|---|---|---|---|
| 3 7 | 27 24 | 31 27 | 1 6 | 14 9 | 6 2 |
| 32 27 | 17 22 | 24 20 | 22 17 | 1 5 | 14 9 |
| 7 10 | 6 2 | 27 23 | 6 1 | 18 14 | 20 16 |
| 6 1 | 22 26 | 1 6 | 15 10 | 5 1 | |
| 10 14 | 1 6 | 23 26 | 2 6 | 9 5 | |
| 2 6 | 26 31 | 6 1 | 10 14 | 2 6 | Freeman |
| 14 17 | 6 1 | 26 22 | 6 2 | 17 13 | won. |

(*a*) The conception of Wm. R. Barker, who played it against the late R. D. Yates in the exhibition match of 1877.

(*b*) 11 16 is given in all previous play.

Time of game, 5h. 7m.

——:o:——

## Fourteenth Game.—Second Double Corner.

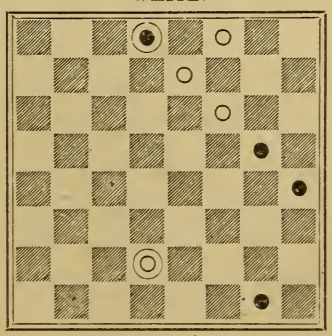
BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 11 15 | 11 15 | 20 27 | 19 24-*a* | 6 10* |
| 24 19 | 32 28 | 27 24 | 31 24 | 11 7 | 26 23* |
| 15 24 | 15 24 | 7 11 | 12 16 | 3 10 | 17 26 |
| 28 19 | 28 19 | 25 22 | 24 20 | 14 7 | 23 18 |
| 8 11 | 4 8 | 11 16 | 2 6 | 24 27 | 31 27 |
| 22 18 | 22 18 | 21 17 | 20 11 | 7 2 | 30 23 |
| 9 14 | 8 11 | 16 20 | 6 15 | 27 31 | 10 14 |
| 18 9 | 18 9 | 17 14 | 23 18 | 2 7-*b* | |
| 5 14 | 6 13 | 10 17 | 15 19 | 1 6* | |
| 25 22 | 29 25 | 19 10 | 18 14 | 7 2 | Drawn. |

(*a*) Barker's American Checker Player gives 17 21 at this point.

(*b*) One of the finest endings in the match. We append the situation.

WHITE.



BLACK.

Black (Barker) to move.

## Fifteenth Game.—Dundee.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 12 16 | 24 19 | 4 8 | 26 23 | 9 13 | 23 18 |
| 24 20-*a* | 11 15 | 31 27 | 19 26 | 25 22 | 22 26 |
| 8 12 | 20 11 | 8 11 | 30 23 | 1 5-*f* | 21 17 |
| 28 24-*b* | 15 24 | 22 17-*d* | 15 18 | 19 16 | 26 31 |
| 9 14-*c* | 27 20 | 11 16 | 27 24 | 14 18 | 17 13 |
| 22 18 | 7 16 | 29 25 | 18 27 | 22 6-*g* | 9 14 |
| 3 8 | 20 11 | 16 19 | 32 23 | 2 9 | |
| 18 9 | 8 15 | 23 16 | 6 9-*e* | 16 11 | |
| 5 14 | 25 22 | 12 19 | 24 19 | 13 22 | Drawn. |

(*a*) 24 19, 8 12, 22 18, same as Paisley.

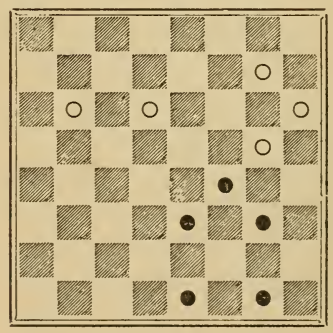
(*b*) Very strong, and is generally adopted by the authorities.

(*c*) Hill's Synopsis of Openings favors this move, in preference to 3 8, as it prevents the very strong 23 18 move, by which Wyllie beat Bryden, but on which a draw has been shown.

(*d*) Leaves the books. Yates, in a game with Wyllie, played 27 24.

(*e*) Barker was not backward in forcing matters; however, black's forces were equal to the emergency. The position is as follows:

WHITE.



BLACK.

White (Barker) to move.

(*f*) 1 6 would lose.

(*g*) 23 7, 2 20 would lead to nice play.

## Sixteenth Game—Dundee.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 12 16 | 11 15 | 4 8 | 19 26 | 6 10 | 15 18 |
| 24 20 | 20 11 | 31 27 | 30 23 | 13 6 | |
| 8 12 | 15 24 | 15 19 | 5 9 | 2 9 | |
| 28 24 | 27 20 | 23 16 | 17 13 | 21 17 | |
| 9 14 | 7 16 | 12 19 | 10 15 | 9 13 | |
| 22 17-*a* | 20 11 | 29 25 | 23 18 | 18 14 | |
| 3 8 | 8 15 | 8 11 | 14 22 | 11 16 | |
| 24 19 | 25 22 | 26 23 | 27 18 | 14 7 | Drawn. |

(*a*) We recommend this to the student, as it confines black to a limited line of play.

——:o:——

## Seventeenth Game.—Edinburgh.

FREEMAN'S MOVE.

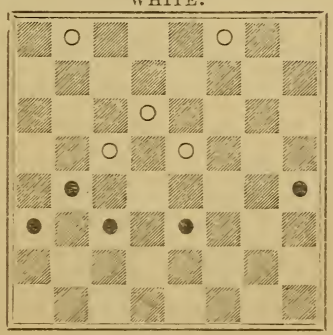
| | | | | | |
|---|---|---|---|---|---|
| 9 13 | 8 24 | 5 14 | 14 17 | 13 17 | 30 26* |
| 22 18 | 20 11-*b* | 29 25 | 21 14 | 18 14 | 22 17 |
| 12 16 | 7 16 | 2 7 | 10 26 | 10 15* | 26 22* |
| 24 20 | 28 19 | 25 22 | 31 22 | 19 10 | 14 9 |
| 8 12 | 10 14 | 8 11 | 7 10 | 17 21* | 22 6 |
| 27 24 | 25 22 | 22 18 | 22 18 | 23 18* | 10 1 |
| 3 8-*a* | 4 8 | 1 5 | 16 20-*c* | 21 25 | |
| 24 19 | 22 18 | 18 9 | 32 27 | 18 15 | |
| 11 15 | 6 10 | 5 14 | 11 16 | 25 30* | |
| 18 11 | 18 9 | 26 22 | 30 26* | 26 22 | Drawn. |

(*a*) In his match with Heffner, Freeman played 10 15 and lost, the position coming up from the Dundee.

(*b*) Robertson's Guide jumps 24 19. An original and beautiful game from this point.

(*c*) Only move to draw. Extreme care marked every move from this point. See diagram.

WHITE.



BLACK.

Black (Freeman) to move.

## Eighteenth Game.—Edinburgh.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 9 13 | 27 18 | 5 9 | 18 11 | 2 7 | 6 2 |
| 22 18 | 8 15 | 26 23 | 7 16 | 13 9 | 11 16 |
| 10 15 | 18 11 | 16 20 | 22 18 | 14 18 | 14 10 |
| 25 22 | 7 16 | 24 19 | 9 14 | 23 14 | 20 24 |
| 6 10 | 22 18 | 3 7-*b* | 18 9 | 10 17 | 28 19 |
| 23 19-*a* | 4 8 | 30 26 | 5 14 | 21 14 | 16 23 |
| 11 16 | 29 25 | 1 5 | 26 22 | 16 32 | |
| 18 11 | 8 11 | 32 27 | 13 17 | 9 6 | |
| 16 23 | 25 22 | 11 15 | 22 13 | 7 11 | Drawn. |

(*a*) 18 14 is given the preference in the books, but 23 19 has been played in nearly all the important matches. It confines black's play to narrow limits, and makes the draw exceedingly difficult.

(*b*) Wm. R. Barker played 1 5 with Wyllie.

——:o:——

## Nineteenth Game.—Bristol.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 16 | 16 20 | 8 11 | 10 14 | 11 18 | Drawn. |
| 22 18 | 25 22 | 29 25 | 18 15 | 22 15 | |

Same as first game at 10th move.

——:o:——

## Twentieth Game.—Bristol.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 16 | 22 17 | 10 14 | 22 13 | 11 15 | 25 22 |
| 22 18 | 6 10 | 17 10 | 14 18 | 2 6 | 26 17 |
| 10 14 | 26 22 | 7 14 | 23 14 | 15 19 | 13 22 |
| 24 19 | 8 11 | 25 22 | 16 32 | 6 9 | 19 24 |
| 16 20 | 17 13 | 9 13 | 24 19-*b* | 20 24 | 28 19 |
| 26 22 | 14 17 | 18 9 | 32 27 | 9 13 | 16 23 |
| 8 11 | 13 6 | 5 14 | 13 9 | 24 27 | |
| 28 24 | 17 26 | 29 25 | 27 23 | 14 10 | |
| 11 16 | 31 22 | 1 5 | 9 6 | 27 31 | |
| 30 26 | 2 9 | 32 28-*a* | 23 16 | 10 6 | Barker |
| 4 8 | 22 17 | 13 17 | 6 2 | 31 26 | won. |

(*a*) Made under the strange misconception that after the two-for-two was taken the piece would remain on 22, and replying 24 19, etc., draw. See trunk game of "Janvier's Anderson," Paisley, 32nd move, 19 15, etc., draws, thus:—

| | | | | | |
|---|---|---|---|---|---|
| 19 15 | 15 10 | 2 6 | 18 22 | 32 23 | 18 15 |
| 11 18 | 3 8 | 15 18-*c* | 5 9-*d* | 28 32 | 9 14 |
| 22 15 | 10 7 | 6 9 | 27 23* | 22 26* | 15 10 |
| 16 19 | 8 11 | 18 22 | 20 24 | 29 25 | 32 28 |
| 23 16 | 7 2 | 9 18 | 23 18 | 26 31* | 31 27 |
| 12 28 | 11 15 | 22 29 | 24 27 | 25 22 | Drawn. |

(*b*) The sequel of the hallucination.

(*c*) 5 9, 25 22, 9 14, 22 17, etc., drawn.

(*d*) Janvier leaves it here, but it still requires exact play to draw.

——:o:——

## Twenty-First Game.—Will o' the Wisp.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 8 11 | 15 24 | 7 10-22 | 17 21 | 14 18 |
| 23 19 | 26 22 | 28 19 | 23 18 | 25 22 | 5 1 |
| 9 13 | 6 10 | 4 8 | 3 7 | 21 25 | 26 23 |
| 22 18 | 22 18 | 25 22 | 18 15 | 22 17 | 27 24 |
| 15 22 | 1 5 | 14 17 | 11 18 | 25 30 | 23 19 |
| 25 18 | 18 9 | 21 14 | 22 6 | 17 13 | 15 10 |
| 10 14 | 5 14 | 10 26 | 2 9 | 9 14 | 19 28 |
| 18 9 | 29 25 | 31 22 | 19 15 | 13 9 | 10 3 |
| 5 14 | 11 15 | 8 11 | 13 17 | 30 26 | |
| 27 23 | 24 20-*a* | 30 25-*b* | 32 27 | 9 5 | Drawn. |

(*a*) Leaves the books, which give 30 26, 31 26 and 25 22.

(*b*) With the exception of a white man being on 32 instead of , the position is now the same as in the trunk game of Defiance, rker's American Checker Player, at 30th move.

——:o:——

## wenty-Second Game.-Will o' the Wisp.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 16 | 25 21 | 16 20 | 32 27-*a* | 17 22 | 19 15 |
| 20 11 | 3 7 | 18 14 | 13 17 | 9 6 | 11 18 |
| 7 16 | 22 18 | 7 11 | 14 9 | 2 9 | 23 5 |
| | | | | | Drawn. |

(*a*) Neat and decisive.

## Twenty-Third Game.—Kelso.

FREEMAN'S MOVE.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 10 | 15 | 9 | 14 | 1 | 5 | 7 | 10 | 8 | 15 | 22 | 26 |
| 21 | 17 | 18 | 9 | 18 | 9 | 22 | 18 | 19 | 10 | 6 | 1 |
| 11 | 16 | 5 | 14 | 5 | 14 | 6 | 9 | 17 | 22 | 26 | 31 |
| 17 | 13 | 24 | 19 | 30 | 25 | 13 | 6 | 23 | 19 | 1 | 5 |
| 16 | 20 | 11 | 16 | 3 | 7 | 2 | 9 | 16 | 23 | 9 | 13 |
| 22 | 18 | 25 | 21 | 25 | 22 | 18 | 15 | 27 | 18 | 18 | 14 |
| 15 | 22 | 7 | 10 | 14 | 17 | 10 | 14 | 20 | 27 | 13 | 17 |
| 25 | 18 | 26 | 22 | 21 | 14 | 28 | 24-*a* | 32 | 23 | 23 | 18 |
| 8 | 11 | 4 | 8 | 10 | 26 | 14 | 17 | 12 | 16 | | |
| 29 | 25 | 22 | 18 | 31 | 22 | 15 | 11 | 10 | 6 | Drawn. | |

(*a*) In the Freeman-Barker match of 1885 the former played 15 10 here.

——:o:——

## Twenty-Fourth Game.—Kelso.

BARKER'S MOVE.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 10 | 15 | 6 | 10 | 1 | 6 | 3 | 8-*c* | 11 | 15 | 18 | 23 |
| 22 | 18 | 17 | 13 | 32 | 28 | 19 | 16 | 19 | 16 | 26 | 19 |
| 15 | 22 | 9 | 14 | 14 | 17-*b* | 12 | 19 | 15 | 18 | 15 | 24 |
| 25 | 18 | 29 | 25 | 25 | 21 | 23 | 7 | 16 | 12 | 3 | 7 |
| 11 | 15 | 4 | 8 | 10 | 14 | 2 | 11 | 8 | 11 | 17 | 22-*d* |
| 18 | 11 | 24 | 20 | 23 | 19 | 24 | 19 | 12 | 8 | | |
| 8 | 15 | 8 | 11 | 7 | 10 | 15 | 24 | 11 | 15 | | |
| 21 | 17-*a* | 28 | 24 | 27 | 23 | 28 | 19 | 8 | 3 | | |

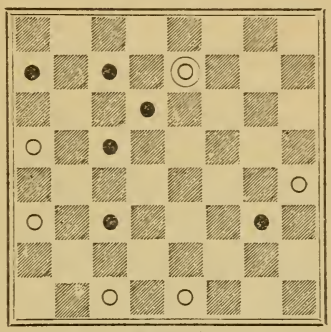
(*a*) In former years 21 17 as the immediate reply to 10 15 was regarded as the strongest defense of the Kelso. Recently it has become a great favorite at the point here played. Some have gone so far as to state that there was no satisfactory draw for black against it. Match players have held it in fear when obliged to face it in restricted play. Barker has been particularly unfortunate in playing against this move, having barely escaped with a draw in the match with Smith, losing to Reed and again to Freeman. An opinion entirely contrary to the general one, regarding this move, is held by Freeman. In his own words: "I will say to substantiate the correctness of subsequent play (after this move) that by careful analysis I have materialized the fact that black can force an EASY DRAW."—Ed.

(*b*) Critics have pronounced this move a loss. Barker tried 14 18 with Reed and the result proved it to be no better.

(*c*) Immediately fatal. To this point the play is the same as in the Barker-Smith match. With Smith, Barker played 15 18, and succeeded in drawing a difficult ending.

(*d*) The win is evident from this point; the skillful manner in which it was brought to a finish, however, is worthy of note. We append the situation.

BLACK.



WHITE.

White (Freeman) to move.

| | | | | | |
|---|---|---|---|---|---|
| 21 17 | 20 16 | 11 7 | 7 2 | 13 9 | Freeman |
| 14 21 | 28 32 | 6 10 | 25 29 | 5 14 | won. |
| 7 14 | 16 11 | 14 17 | 2 7 | 17 19 | |
| 24 28 | 32 28 | 22 25 | 10 15 | | |

——:o:——

## Twenty-Fifth Game.—Single Corner.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 23 14 | 9 18 | 14 10-*b* | 2 11 | 14 10 |
| 22 18 | 1 6 | 26 23 | 16 20 | 16 7 | 31 26 |
| 15 22 | 31 27 | 8 15 | 27 23 | 23 18 | 10 6 |
| 25 18 | 8 11 | 23 14 | 19 24 | 7 2 | 26 22 |
| 12 16 | 24 19 | 4 8 | 23 19 | 20 24 | 6 2 |
| 18 14 | 16 23 | 28 24 | 24 27 | 2 6 | 22 18 |
| 10 17 | 27 18 | 8 11 | 19 16 | 24 27 | 1 6 |
| 21 14 | 3 8 | 30 26 | 27 31 | 25 21 | 18 14 |
| 9 18 | 29 25 | 11 16 | 26 22 | 18 15 | 6 9 |
| 23 14 | 6 9 | 24 20 | 31 27 | 17 14 | 14 10 |
| 6 9 | 32 27 | 15 19 | 22 17 | 27 31 | 9 14 |
| 26 23-*a* | 11 15 | 20 11 | 27 23 | 6 1 | 10 17 |
| 9 18 | 18 11 | 7 16 | 10 7 | 15 11 | 21 14 |
| | | | | | Drawn. |

(*a*) Freeman and Barker played this same line in an exhibition game in 1882, Mr. Barker at that time replying with 24 19, 16 23, 27 18, etc.

(*b*) Only move to draw.

## Twenty-Sixth Game.—Single Corner.

BARKER'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 23 14 | 15 24 | 25 22 | 13 22 | 10 7 |
| 22 18 | 10 17 | 28 19 | 5 9 | 26 17 | 15 19 |
| 15 22 | 21 14 | 8 11 | 32 27 | 20 24 | 17 14 |
| 25 18 | 6 9 | 27 23 | 9 13 | 18 14 | 19 26 |
| 8 11 | 26 23 | 2 6 | 30 26 | 10 15 | 31 22 |
| 29 25 | 9 18 | 23 18 | 11 16 | 19 10 | |
| 4 8 | 23 14 | 7 10 | 27 23 | 6 15 | |
| 18 14 | 11 15-*a* | 14 7 | 16 20 | 14 10 | |
| 9 18 | 24 19 | 3 10 | 22 17 | 12 16 | Drawn. |

(*a*) Robertson's Guide gives 2 6 at this point.

——:o:——

## Twenty-Seventh Game.—Laird and Lady.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 15 18 | 4 11 | 7 11 | 6 10 | 19 26 |
| 23 19 | 24 20-*a* | 19 16 | 29 25 | 15 6 | 30 23 |
| 8 11 | 6 10 | 12 19 | 9 14 | 1 10 | 14 17 |
| 22 17 | 27 24 | 24 8 | 24 19 | 25 22 | 22 18 |
| 9 13 | 10 17 | 3 12 | 2 6 | 10 15 | |
| 17 14 | 26 22 | 25 22 | 19 15 | 32 27 | |
| 10 17 | 17 26 | 5 9-*b* | 11 18 | 15 19 | |
| 21 14 | 31 8 | 28 24 | 22 15 | 27 23 | Drawn. |

(*a*) In late years this has been one of the most popular defenses of the opening. The two moves which follow probably make the easiest line of play.

(*b*) Leaves the books, which give 7 10 and 1 6.

——:o:——

## Twenty-Eighth Game.-Laird and Lady.

BARKER'S MOVE.

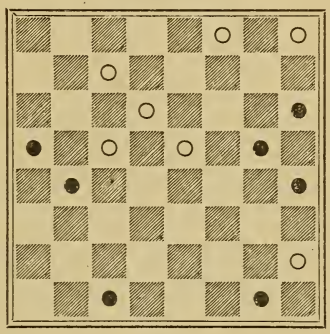
| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 24 20 | 4 8 | 14 5 | 31 24 | 8 11 |
| 23 19 | 6 10 | 28 24 | 7 14 | 23 19 | 27 24 |
| 8 11 | 20 11 | 12 16 | 22 18 | 24 15 | 11 15 |
| 22 17 | 10 17 | 32 27-*b* | 14 17 | 18 11 | 24 20 |
| 9 13 | 23 14 | 16 20 | 24 19-*c* | 20 24 | 15 11 |
| 17 14 | 7 23 | 25 22 | 17 22 | 11 8 | 20 24 |
| 10 17 | 27 18 | 8 12 | 19 12 | 24 28 | 11 15 |
| 21 14 | 17 21 | 31 26 | 22 26 | 8 4 | 24 20 |
| 15 18 | 18 15 | 12 16 | 29 25* | 28 32 | |
| 26 23 | 2 7 | 26 23 | 26 31 | 4 8 | |
| 11 16-*a* | 15 10 | 5 9 | 25 22 | 32 27 | Drawn. |

(*a*) Martins played this against R. D. Yates in their match in 1877.

(*b*) Yates replied with 25 22, 8 11, 31 26, 11 15, 26 23, 5 9, 14 5, 7 14, 22 18, 15 22, 24 20 and black should have won.

(*c*) A sacrifice advantageous to black's game. The position is worthy of illustration.

WHITE.



BLACK.

Black (Barker) to move.

——:o:——

## Twenty-Ninth Game.—Cross.

FREEMAN'S MOVE.

| | | | | | |
|---|---|---|---|---|---|
| 11 15 | 5 14 | 9 13 | 15 24 | 12 19 | 13 17 |
| 23 18 | 24 19 | 22 18 | 28 19 | 23 16 | 15 11 |
| 9 14 | 4 8 | 1 5-*a* | 3 8 | 8 12 | 17 22 |
| 18 11 | 29 25 | 18 9 | 22 18 | 18 15 | 11 8 |
| 8 15 | 6 9 | 5 14 | 14 17 | 12 19 | 22 26 |
| 22 18 | 25 22 | 26 22 | 21 14 | 26 22 | 8 3 |
| 15 22 | 8 11 | 11 15 | 10 17 | 17 26 | 7 11 |
| 25 9 | 27 23 | 31 26 | 19 16 | 30 16 | 16 7 |
| | | | | | Drawn. |

(*a*) In a game between Moir and Bownas, 14 17 was here played.

## Thirtieth Game.—Cross.

BARKER'S MOVE.

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 11 | 15 | 4 | 8 | 1 | 6 | 10 | 17 | 7 | 16 | 22 | 26 |
| 23 | 18 | 29 | 25 | 24 | 20 | 19 | 16 | 8 | 3-*d* | 23 | 19 |
| 12 | 16-*a* | 8 | 12 | 9 | 13 | 12 | 19 | 17 | 22 | 26 | 31 |
| 18 | 11 | 27 | 23 | 18 | 9 | 23 | 16 | 26 | 17 | 18 | 15 |
| 8 | 15 | 10 | 14 | 5 | 14 | 8 | 11 | 13 | 22 | 31 | 27 |
| 22 | 18-*b* | 25 | 22 | 32 | 27-*c* | 16 | 12 | 3 | 8 | 15 | 6 |
| 15 | 22 | 6 | 10 | 3 | 8 | 6 | 10 | 16 | 19 | 2 | 9 |
| 25 | 18 | 28 | 24* | 22 | 18 | 12 | 8 | 27 | 23-*e* | | |
| 16 | 20 | 20 | 27 | 14 | 17 | 11 | 16 | 19 | 26 | | |
| 24 | 19 | 31 | 24 | 21 | 14 | 20 | 11 | 30 | 23 | Drawn. | |

(*a*) Barker had here prepared a genuine surprise. The move, we think, has never before figured in match play.

(*b*) Another surprise. Barker expected 24 19. The text move leaves all book play.

(*c*) A judicious waiting move. Black's forces appear to be impregnable, but must soon break away.

(*d*) At this point many of the spectators thought Freeman had a win in hand.

(*e*) At first glance 18 14, 10 17, 8 11 looks like a win.

# PROBLEMS.

No. 1.—By G. H. Slocum.

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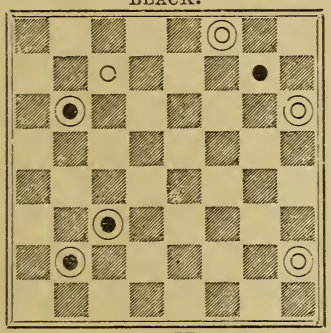

WHITE.

White to Move and Win.

—:o:—

No. 2.—By Chas. F. Barker.

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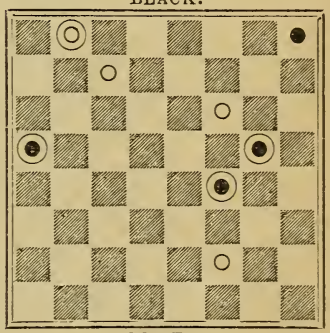

WHITE.

White to Move and Draw.

—:o:—

No. 3.—By Chas. Hefter.

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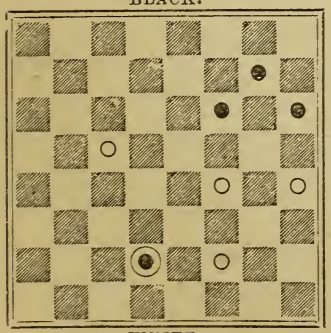

WHITE.

White to Move and Draw.

[Selected.]

No. 4.—By Chas. Hefter.

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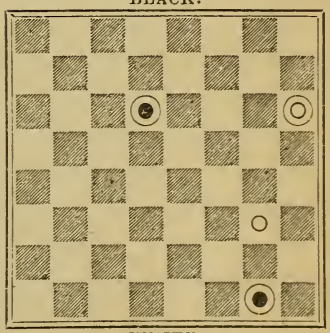

WHITE.

White to Move and Draw.

[Selected.]

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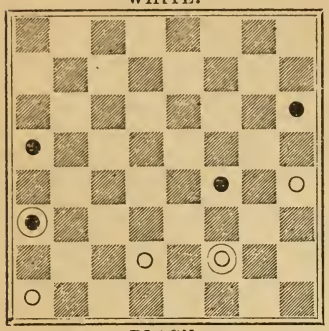
No. 5.—By Isaiah Barker.

WHITE.

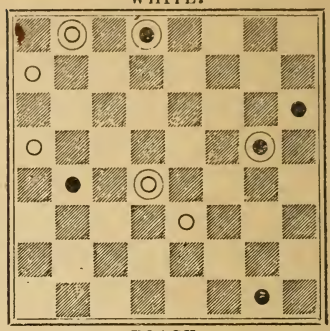


BLACK.

WHITE TO MOVE AND WIN.

No. 6.—By Lyman M. Stearns.

WHITE.



BLACK.

BLACK TO MOVE AND DRAW.

## SOLUTIONS TO PROBLEMS.

### No. 1.

| | | | | |
|---|---|---|---|---|
| 6 1* | 11 15 | 1 5* | 19 23 | 16 19- W. wins. |
| 8 11 | 7 10 | 9 13 | 5 9 | 15 24 |
| 3 7 | 15 19 | 12 16 | 13 15 | 28 17 |

### No. 2.

| | | | | |
|---|---|---|---|---|
| 6 2 | 2 11 | 1 6 | 6 2 | 27 18 2 7 |
| 16 7 | 13 17 | 17 22 | 19 23 | 22 8 Drawn. |

### No. 3.

| | | | | |
|---|---|---|---|---|
| 27 23* | 31 27 | 19 16* | 24 27 | 3 12 Drawn. |
| 26 31 | 15 10* | 12 19 | 7 3 | 23 14 |
| 23 18* | 27 24 | 10 7 | 27 23 | 12 16 |

### No. 4.

| | | | | |
|---|---|---|---|---|
| 24 20*-1 | 12 8* | 20 16* | 16 12* | 8 11 |
| 32 27 | 10 15 | 27 23 | 15 10 | Drawn. |

(1)

| | | | | | |
|---|---|---|---|---|---|
| 12 8 | 15 19* | 20 16 | 19 15* | 8 4 | 7 3* |
| 10 15* | 8 12 | 27 23 | 11 8 | 11 7* | 8 12 |
| 24 20 | 32 27 | 16 11 | 15 11* | 12 8 | 23 19 |

### No. 5.

B. wins.

| | | | | | |
|---|---|---|---|---|---|
| 26 23 | 21 30 | 31 13 | 26 23 | 14 10 | |
| 19 26 | 27 31 | 30 26 | 17 14 | W. wins | First |
| 29 25 | 13 17 | 13 17 | 23 19 | by | Position. |

### No. 6.

| | | | | | |
|---|---|---|---|---|---|
| 31 27 | 24 19 | 1 6* | 7 2 | 7 10 | 17 22 |
| 32 23 | 16 12* | 15 18 | 6 10 | 22 17 | 7 10 |
| 17 14 | 23 26 | 8 12* | 2 6 | 10 7* | 23 27 |
| 20 11 | 25 30* | 16 11 | 10 15 | 9 6 | 15 19 |
| 14 16 | 26 22 | 12 16 | 18 23 | 7 10 | |
| 28 24 | 12 8 | 11 7 | 11 7 | 6 9 | |
| 21 25 | 19 16 | 16 11 | 6 9 | 10 7 | Drawn. |

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